

Interim Report Q2 2015

July 10, 2015



Agenda



- NetEnt in brief & key report highlights
- Financial update
- Product update
- Outlook
- Q&A

About



GLOBAL
B2B

DIGITAL ENTERTAINMENT COMPANY



ONLINE CASINO
GAMING
SOLUTIONS



INNOVATION
& TECHNOLOGY



GREAT
GROWTH
POTENTIAL



WORKFORCE
+600



>€1bn
LISTED ON NASDAQ
STOCKHOLM MARKET CAP

Report Highlights Q2 2015



- Continued strong growth in revenues, operating profit and cash flow
- 9 new customers signed, including bwin/Borgata and Caesars Interactive Entertainment in New Jersey
- IGT cross-patent licensing agreement
- Launched 8 new customers, including bwin.party and Danske Spil
- Granted licenses in Spain and launched casinos with several operators

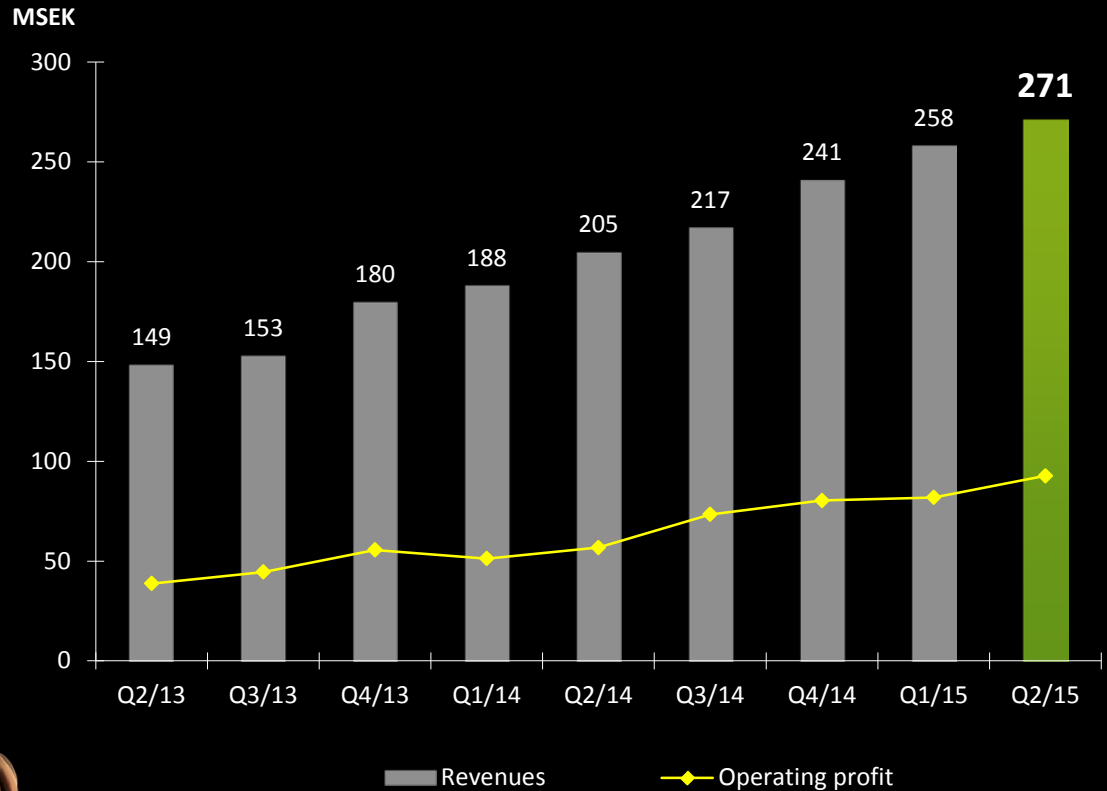
Report Highlights Q2 2015



- UK now our third largest market
- Launched retail games with William Hill
- Launched Pokerstars (Rational Group)
- Strong growth from mobile games, >23% of game win in Q2
- Live Casino launched in Italy
- Won three awards at eGaming Review B2B Awards in London

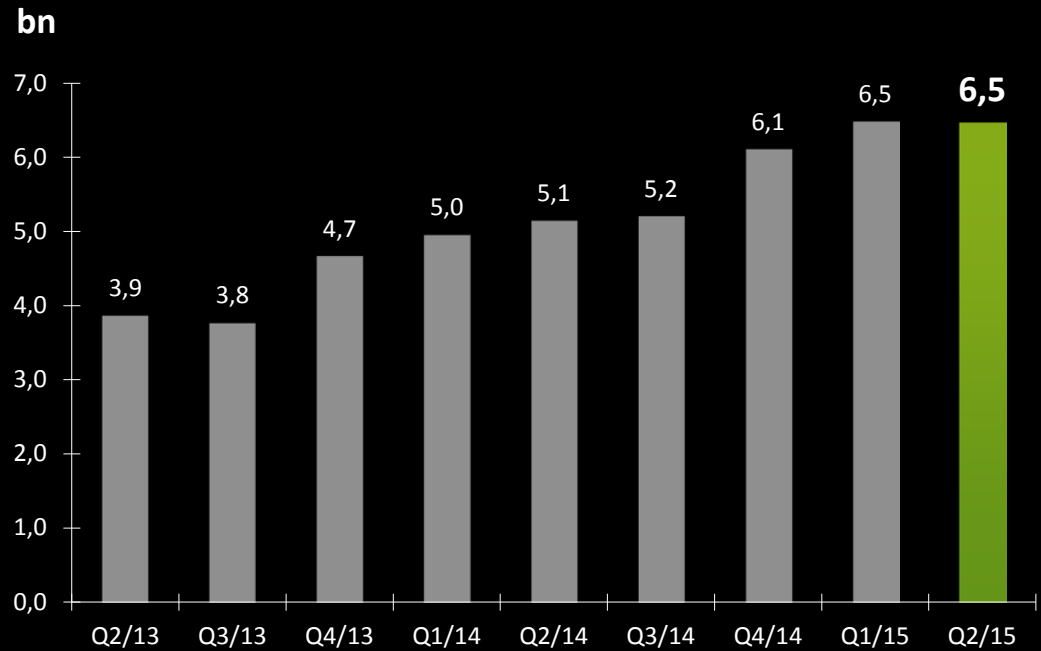
Revenues & Operating Profit by Quarter

- Revenues +32.3% y-o-y to 271.2 MSEK, +28.2% in EUR
- EBIT +63.3% y-o-y to 92.7 MSEK
- EBIT margin of 34.2% (27.7%)



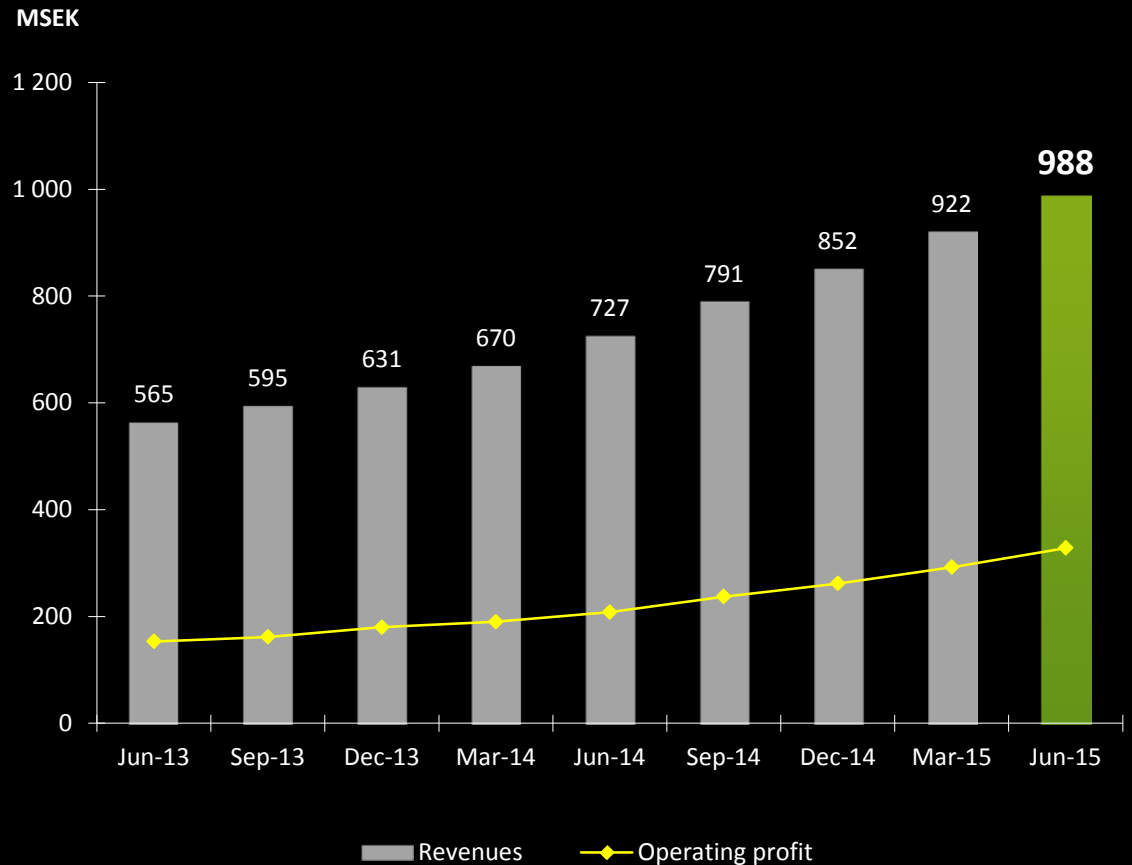
Game Transactions by Quarter

- 6.5 billion transactions
- +26% y-o-y



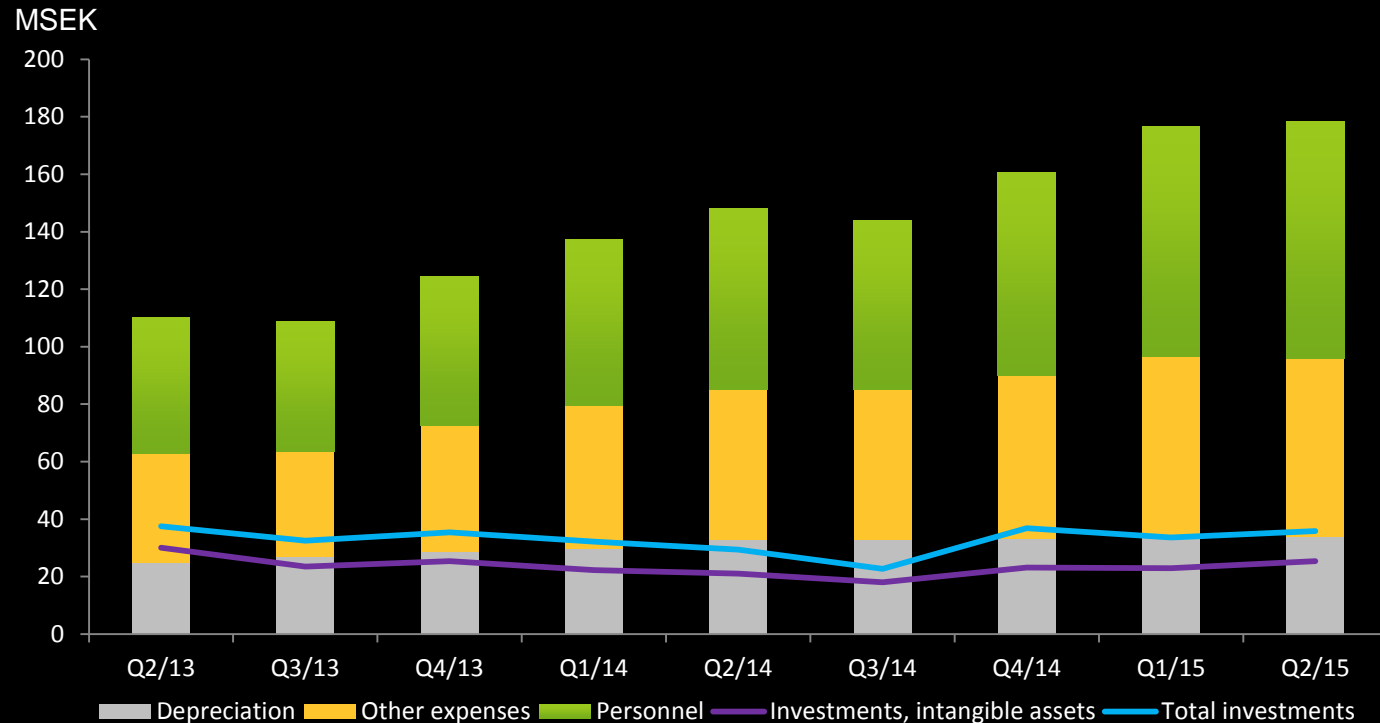
Revenues & Operating Profit Rolling L12M

- Revenues of 988 MSEK
- EBIT of 328 MSEK
- EBIT margin of 33.2%



Costs and Investments by Quarter

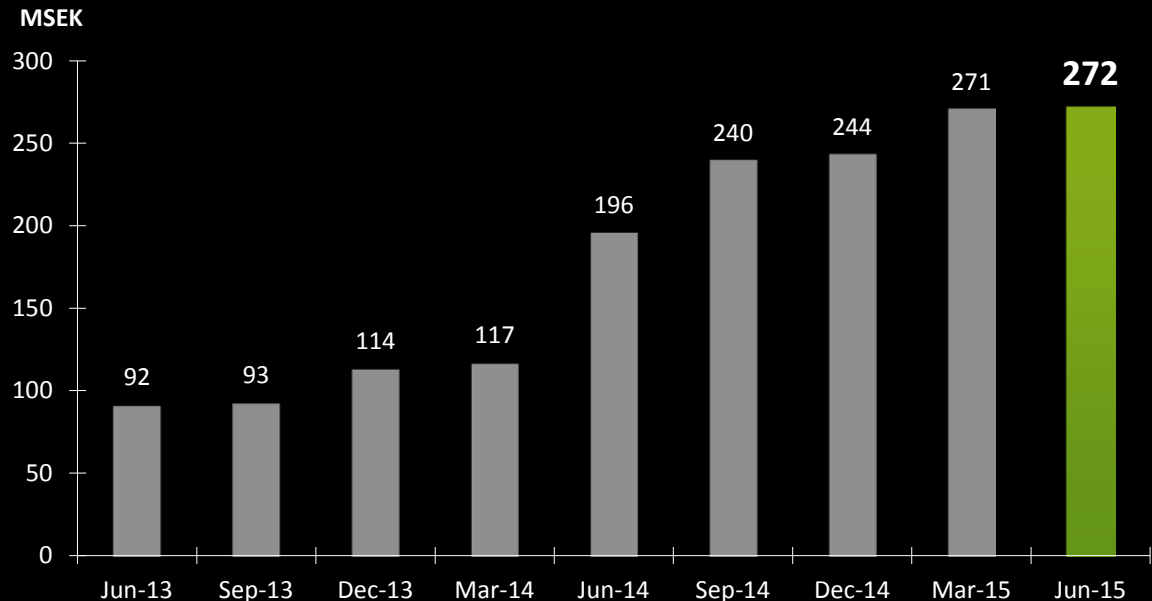
- Total costs
+1.2% q-o-q
- Personnel costs
+3.1% q-o-q
- Investments
+6.8% q-o-q



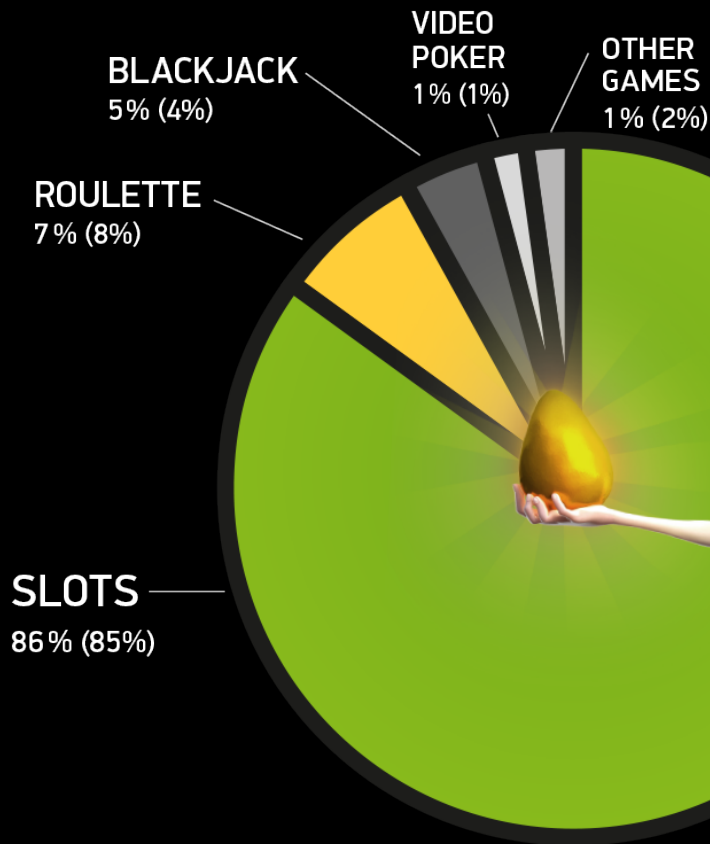
Free Cash Flow

Cash flow after investments, last rolling 12 months

- Solid cash flow generation from 2014 continues
- Benefiting from growth, scale and investments in prior years



Game Win Breakdown by Product



*Note: Gamewin split as per Q2, 2015.
Previous quarter in paranthesis.*

Game Releases

Synced releases on
desktop and mobile.

Available on iOS,
Android and
Windows Phone.



Events after the Quarter

- Invitation to our capital markets day on September 1 in Stockholm



Future Outlook

- 23 new customers yet to launch as per end of Q2
- Good conditions for continued good growth and profitability
- Ambition in 2015 to achieve continued good sales growth
- Growth drivers
 - UK, Spain, Denmark, mobile and Live Casino
 - Long term: North America, Asia





Q&A

Legal disclaimer

Certain statements in this presentation are forward looking and the actual outcomes may be materially different. In addition to the factors discussed, other factors could have an impact on actual outcomes. Such factors include developments for customers, competitors, the impact of economic and market conditions, national and international legislation and regulations, fiscal regulations, the effectiveness of copyright for computer systems, technological developments, fluctuations in exchange rates and interest rates, and political risks.

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BETTER GAMING™